

APPENDIX

Claims from U.S. Application No. 09/659,738

WHAT IS CLAIMED IS:

1. For use with a game machine having a processing system to execute a video game program and player controls operable by a user to generate video game control signals; a pager cartridge comprising:

radio circuitry configured to receive messages containing video game program instructions transmitted via a paging system; and

a connector that, in use, electrically connects said pager cartridge to said game machine.
2. The pager cartridge according to claim 1, wherein said radio circuitry is further configured to transmit messages via said paging system.
3. The pager cartridge according to claim 2, further comprising:

a memory for storing message credits.
4. The pager cartridge according to claim 3, wherein said radio circuitry transmits messages via said paging system only if the number of message credits stored in said memory is greater than a number of message credits need to transmit the messages.
5. The pager cartridge according to claim 1, further comprising:

a memory for storing a video game program executable by said processing system.
6. The pager cartridge according to claim 1, wherein said pager cartridge is adapted to receive a replaceable video game program cartridge when said pager cartridge is connected to said game machine.

7. The pager cartridge according to claim 1, wherein said pager cartridge is adapted to receive a global positioning system cartridge when said pager cartridge is connected to said game machine.

8. The pager cartridge according to claim 1, wherein said pager cartridge is adapted to receive a digital camera cartridge when said pager cartridge is connected to said game machine.

9. The pager cartridge according to claim 1, wherein said pager cartridge is adapted to receive a read/write memory cartridge when said pager cartridge is connected to said game machine.

10. The pager cartridge according to claim 1, wherein said game machine is a portable game machine.

11. The pager cartridge according to claim 1, wherein said processing system is configured to execute a video game program in accordance with at least one instruction contained in a message received by said radio circuitry.

12. For use with a game machine having a processing system including a microprocessor to execute a video game program and player controls operable by a player to generate video game control signals: a global positioning system (GPS) cartridge comprising:

GPS circuitry configured to determine position based on signals received from GPS satellites; and

a connector that, in use, electrically connects said GPS cartridge to said game machine so that the position determined by the GPS circuitry is usable during execution of the video game program.

13. The GPS cartridge according to claim 12, further comprising:

20. The game machine according to claim 17, wherein said pager circuitry is incorporated in a pager cartridge removably attachable to said game machine, said

pager cartridge further comprising a memory for storing a video game program and said processing system being operable in response to user inputs to execute the video game program stored in the memory of said pager cartridge.

21. The game machine according to claim 17, wherein said processing system is operable to execute a video game program in accordance with at least one instruction contained in a message received by said radio circuitry.

22. The game machine according to claim 17, further comprising:
a speaker,
wherein said processing system is operable to communicate messages received by said radio circuitry to the user via said speaker.

23. The game machine according to claim 17, wherein said processing system is operable to cause said display to display a prompt during execution of a video game program indicating that a message has been received by said radio circuitry.

24. A game machine comprising:
pager circuitry comprising radio circuitry configured to receive messages transmitted via a paging system;
a user interface enabling a user to provide inputs to said game machine; and
a processing system operable in response to user inputs to execute a game program in accordance with at least one instruction contained in a message received by said pager circuitry.

25. The game machine according to claim 24, wherein said game machine is a portable game machine.

26. The game machine according to claim 24, wherein the radio circuitry of said pager circuitry is further configured to transmit messages via the paging system.

27. The game machine according to claim 24, wherein said pager circuitry is incorporated in a pager cartridge that is removably attachable to said game machine, said pager cartridge further comprising a memory for storing a video game program and said processing system being operable in response to user inputs to execute the video game program stored in the memory of said pager cartridge.

28. The game machine according to claim 24, further comprising:
a display,
wherein said processing system is operable to communicate messages received by said radio circuitry to the user via said display.

29. The game machine according to claim 28, further comprising:
a speaker,
wherein said processing system is operable to communicate messages received by said radio circuitry to the user via said speaker.

30. The game machine according to claim 28, further comprising:
a display,
wherein said processing system is operable to cause said display to display during execution of a video game program a prompt indicating that a message has been received by said radio circuitry.

31. The game machine according to claim 30, wherein said processing system is operable in response to user inputs requesting display of the received message to suspend execution of the video program and display the received message.

32. The game machine according to claim 31, wherein said processing system is operable in response to user inputs to resume execution of the suspended video game program.

33. A game machine comprising:

a removably attached global positioning system (GPS) cartridge comprising GPS circuitry configured to determine position based on signals received from GPS satellites;

a user interface enabling a user to provide inputs to said game machine;

a processing system operable in response to user inputs to execute a game program in accordance with the position determined by said GPS circuitry.

34. The game machine according to claim 33, wherein said game machine comprises a portable game machine.

35. The game machine according to claim 33, further comprising:

a display,

wherein said processing system is responsive to user inputs to cause said display to display the position determined by said GPS circuitry.

36. The game machine according to claim 33, wherein said GPS cartridge further comprises a memory for storing a video game program and said processing system is operable in response to user inputs to execute the video game program stored in the memory of said GPS cartridge.

37. A game machine comprising:

radio circuitry configured to transmit messages via a paging system;

digital camera circuitry configured to capture an image;

a user interface enabling a user to provide inputs to said game machine;

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a processing system operable in response to user inputs to cause the image captured by said digital camera to be transmitted as part of a message via said paging system.

38. The game machine according to claim 37, wherein said digital camera circuitry is provided as part of a digital camera cartridge that is removably attachable to said game machine.

39. The game machine according to claim 38, wherein said digital camera cartridge further comprises a memory for storing a video game program that is executable by said processing system.

40. The game machine according to claim 37, wherein said radio circuitry is provided as part of a pager cartridge that is removably attachable to said game machine.

41. The game machine according to claim 40, wherein said pager cartridge further comprises a memory for storing a video game program that is executable by said processing system.

42. The game machine according to claim 37, wherein said radio circuitry is provided as part of a pager cartridge that is removably attachable to said game machine and said digital camera circuitry is provided as part of a digital camera cartridge that is removably attachable to said game machine and said pager cartridge.

43. The game machine according to claim 42, wherein either one or both of said pager cartridge and said digital camera cartridge further comprises a memory for storing a video game program that is executable by said processing system.

44. The game machine according to claim 37, wherein said game machine is a portable game machine.

45. The game machine according to claim 37, wherein said processing system executes a video game program in accordance with at least one instruction contained in a message received by said radio circuitry.

46. The game machine according to claim 37, wherein said processing system is operable in response to user inputs to transmit an image captured by said digital camera circuitry using said radio circuitry.

47. A game machine comprising:

a pager cartridge removably attachable to said game machine and comprising radio circuitry configured to receive messages transmitted via a paging system;

a game cartridge removably attachable to said pager cartridge while pager cartridge is attached to said game machine. said game cartridge comprising a memory for storing a video game program;

a user interface enabling a user to provide inputs to said game machine; and

a processing system operable in response to user inputs to execute the video game program stored in the memory of said game cartridge while said pager cartridge is attached to said game machine and while said game cartridge is attached to said pager cartridge.

48. The game machine according to claim 47, wherein said processing system executes the video game program in accordance with at least one instruction contained in a message received by said pager cartridge.

49. The game machine according to claim 47, wherein said game machine comprises a portable game machine.

50. The game machine according to claim 47, wherein said pager cartridge further comprises a memory for storing another video game program that is executable by said processing system.

51. A game machine comprising:
radio circuitry configured to transmit and receive messages via a paging system;
a user interface enabling a user to provide inputs to said game machine;
a memory for storing message credits; and
a processing system operable in response to user inputs to transmit messages via said paging system if sufficient message credits are stored in said memory.

52. The game machine according to claim 51, wherein said radio circuitry is provided as part of a pager cartridge that is removably attachable to said game machine.

53. The game machine according to claim 51, wherein said processing system decreases the number of message credits in said memory in accordance with sizes of the transmitted messages.

54. The game machine according to claim 51, wherein the number of message credits in said memory is increasable in response to user inputs via said user interface.

55. The game machine according to claim 54, wherein the user inputs for increasing the number of message credits in said memory comprise alphanumeric inputs.

56. The game machine according to claim 55, wherein a message based on the alphanumeric inputs is transmitted by said radio circuitry to a remote location for

authentication of the alphanumeric inputs and the number of message credits in said memory is increased only if a authentication message is received by said radio circuitry from said remote location.

57. The game machine according to claim 51, further comprising:

a display,

wherein said processing system is operable to cause said display to display indicia indicative of the number of message credits in said memory.

58. The game machine according to claim 51, further comprising:

a display,

wherein said processing system is operable to cause said display to display reminder indicia when the number of message credits in said memory falls below a predetermined number of message credits.

59. The game machine according to claim 51, wherein said processing system is operable in response to user inputs cause said display to display messages received by said radio circuitry.

60. The game machine according to claim 51, wherein said processing system is operable to change the number of message units stored in said memory in response to a message received by said radio circuitry.

61. The game machine according to claim 51, wherein said processing system is operable to change the number of message units stored in said memory in accordance with scanned data.

62. The game machine according to claim 51, wherein said processing system is operable to change the number of message units stored in said memory in accordance with data read from a magnetic stripe.